

Post Death Behavior

Descripción

Files: [CGFPostDeathBehavior.cs](#)

Path: "CGF/Systems/Death"

Description

"Responsible for providing and managing the characteristics of the behavior after ""death"", such as disappearance type, action after death, making it immune to hits, and sound playback."

Reference

- **Audio Effect** – Inspector setting used to configure audio Effect Post Death. See [Common Features / Audio Effect](#).
- **Color** – Color applied to the color.
- **Delay Execution Seconds** – Time value in seconds used for delay Execution Seconds.
- **Duration Color Transition** – Time value in seconds used for duration Color Transition.
- **Fade Opacity Time** – Time value in seconds used for fade Opacity Time.
- **Flicker Times** – Time value in seconds used for flicker Times.
- **Invisibility Time** – Time value in seconds used for invisibility Time.
- **Object Drop Post Death** – Instantiation of the CGFObjectDropBehavior class.
 - **Instantiate Type** – Specifies the instantiation type See [Common Features / Instantiate Type](#).
 - **Special Effects** – List of data objects (ElementsInstantiatorClass) used to determine how elements of type GameObject will be instantiated. See [Common Features / Special Effects](#).
- **Post Death Action** – Internal value used to configure post Death Action.
 - **None** – Pending documentation.
 - **Destroy** – Pending documentation.
 - **Disable** – Pending documentation.
- **Set Invulnerability** – Controls whether set Invulnerability is enabled.
- **Special Effect List** – Instantiation of the CGFVFXInstantiatorClass class. See [Common Features / Special Effect List](#).
- **Vanish Type** – Internal value used to configure vanish Type.
 - **None** – Pending documentation.
 - **Instant** – Pending documentation.
 - **Fade Out** – Pending documentation.
 - **Flicker** – Pending documentation.
- **Visibility Time** – Time value in seconds used for visibility Time.

Use

Add this component to the `GameObject` that should own the behavior.
Configure the inspector fields listed in Reference and assign the required scene or asset references before entering Play Mode.